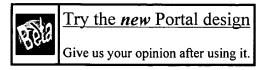


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Task concurrency management methodology to schedule the MPEG4 IM1 player on a highly parallel processor platform

Chun Wong, Paul Marchal, Peng Yang

Proceedings of the ninth international symposium on Hardware/software codesign April 2001

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Session H: Multimedia: A 2-D MPEG-4 multimedia authoring tool

D. W. Viljoen , A. P. Calitz , N. L. O. Cowley

Proceedings of the 2nd international conference on Computer graphics, virtual Reality, visualisation and interaction in Africa February 2003

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Multimedia: Architecture of a quality based intelligent proxy (QBIX) for MPEG-4 videos

Peter Schojer , Laszlo Böszörmenyi , Hermann Hellwagner , Bernhard Penz , Stefan Podlipnig Proceedings of the twelfth international conference on World Wide Web May 2003

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4 MPEG-4: an object-based multimedia coding standard supporting mobile

85

**4** applications

Atul Puri , Alexandros Eleftheriadis

**Mobile Networks and Applications** June 1998

Volume 3 Issue 1

The ISO MPEG committee, after successful completion of the MPEG-1 and the MPEG-2 standards is currently working on MPEG-4, the third MPEG standard. Originally, MPEG-4 was conceived to be a standard for coding of limited complexity audio-visual scenes at very low bit-rates; however, in July 1994, its scope was expanded to include coding of scenes as a collection of individual audio-visual objects and enabling a range of advanced functionalities not supported by other standards. One of the ke ...

5 Session 4: Behavior3D: an XML-based framework for 3D graphics behavior Raimund Dachselt, Enrico Rukzio

84

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**6** Demonstrations: Collaborative virtual environments for training

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8 Poster session and reception: Interactive contents authoring system based on XMT 82 and BIFS

Kyuheon Kim , Injae Lee , Myungseok Ki

Proceedings of the tenth ACM international conference on Multimedia December 2002

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MPEG-4 systems and applications

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Hari Kalva, Lai-Tee Cheok, Alexandros Eleftheriadis

Proceedings of the seventh ACM international conference on Multimedia (Part 2) October 1999

10 An immersive 3D video-conferencing system using shared virtual team user

80

ৰী environments

Peter Kauff, Oliver Schreer

Proceedings of the 4th international conference on Collaborative virtual environments September 2002

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11 MPEG-4 BIFS streaming of large virtual environments and their animation on the

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Mojtaba Hosseini , Nicolas D. Georganas

Proceeding of the seventh international conference on 3D Web technology February 2002 Although the Virtual Reality Modeling Language has made viewing 3D content on the web possible, remotely accessing large and complex 3D worlds requires a great deal of bandwidth. In the absence of such bandwidth users will suffer substantial latency in receiving the entire scene before they are able to view and interact with it. Streaming the 3D content and displaying the parts currently available while allowing users to interact with and navigate through the world reduces the time users have to ...

12 Broadcast and on-line cultural heritage: Broadcast technologies for disseminating

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An cultural heritage

John Cosmas, Take Itegaki, Kannan Krishnapillai, Alan Lucas, Mohammed Akhtar, Graham Thomas, Jigna Chandaria, Wolfgang Putz, Andre Everts, Michael Probst, Peter Stammnitz, Jens Guether, Wolfram Liebsch, Gerhard Stoll, Christoph Dosch Reiner Socker, Chris Brendes, Ronald Mies, Dick Van Smirren, Benoit Mory, Nicolas Santini, Alan Pearmain, Yakup Paker, Mounia Lalmas, Damien Parwporth, Ekaterina Moutogianni, Gunn Klungsoeyr, Lena Pedersen, Pers-Steinar Hansen, Klaus Illaner

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**13** Multimedia and hypermedia: Structuring interactive TV documents

Rudinei Goularte, Edson dos Santos Moreira, Maria da Graça C. Pimentel

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to present interactive content.In this scenario, the structure and organization of documents containing multime ...

14 Poster session and reception: An XMT API for generation of the MPEG-4 scene

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description

YeSun Joung, Kyuheon Kim

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বী immersive environments

N. Jensen, S. Olbrich, H. Pralle, S. Raasch

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Krzysztof Walczak , Wojciech Cellary

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An immersive 3D video-conferencing system using shared virtual team user environments

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Peter Kauff, Oliver Schreer

Proceedings of the 4th international conference on Collaborative virtual environments September 2002

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Multimedia: Architecture of a quality based intelligent proxy (QBIX) for MPEG-4

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Peter Schojer , Laszlo Böszörmenyi , Hermann Hellwagner , Bernhard Penz , Stefan Podlipnig Proceedings of the twelfth international conference on World Wide Web May 2003 Due to the increasing availability and use of digital video data on the Web, video caching will be an important performance factor in the future WWW. We propose an architecture of a video proxy cache that integrates modern multimedia and communication standards. Especially we describe features of the MPEG-4 and MPEG-7 multimedia standards that can be helpful for a video proxy cache. QBIX supports real-time adaptation in the compressed and in the decompressed domain. It uses adaptation to improve ...

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Chun Wong, Paul Marchal, Peng Yang

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MPEG-4: an object-based multimedia coding standard supporting mobile applications

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Atul Puri, Alexandros Eleftheriadis

#### Mobile Networks and Applications June 1998

Volume 3 Issue 1

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9 Extensible MPEG-4 textual format (XMT)

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Michelle Kim , Steve Wood , Lai-Tee Cheok

Proceedings of the 2000 ACM workshops on Multimedia November 2000

This paper describes the Extensible MPEG-4 Textual format (XMT), a framework for representing MPEG-4 scene description using a textual syntax. The XMT allows the content authors to exchange their content with other authors, tools or service providers, and facilitates interoperability with both the X3D, developed by the Web3D consortium, and the Synchronized Multimedia Integration Language (SMIL) from the W3C consortium.

**10** Application domains for fixed-length block structured architectures

82%

Lieven Eeckhout , Tom Vander Aa , Bart Goeman , Hans Vandierendonck , Rudy Lauwereins , Koen De Bosschere

Australian Computer Science Communications , Proceedings of the 6th Australasian conference on Computer systems architecture January 2001

Volume 23 Issue 4

In order to tackle the growing complexity and interconnects problem in modern microprocessor architectures, computer architects have come up with new architectural paradigms. A fixed-length block structured architecture (BSA) is one of these paradigms. The basic idea of a BSA is to generate blocks of instructions, called BSA-blocks, statically (by the compiler) and executing these blocks on a decentralized microarchitecture. In this paper, we focus on possible application domains for this archit ...

11 Broadcast and on-line cultural heritage: Broadcast technologies for disseminating

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d cultural heritage

John Cosmas , Take Itegaki , Kannan Krishnapillai , Alan Lucas , Mohammed Akhtar , Graham Thomas , Jigna Chandaria , Wolfgang Putz , Andre Everts , Michael Probst , Peter Stammnitz , Jens Guether , Wolfram Liebsch , Gerhard Stoll , Christoph Dosch Reiner Socker , Chris Brendes , Ronald Mies , Dick Van Smirren , Benoit Mory , Nicolas Santini , Alan Pearmain , Yakup Paker , Mounia Lalmas , Damien Parwporth , Ekaterina Moutogianni , Gunn Klungsoeyr , Lena Pedersen , Pers-Steinar Hansen , Klaus Illgner

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12 Systems: Avatar Markup Language

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Sumedha Kshirsagar , Nadia Magnenat-Thalmann , Anthony Guye-Vuillème , Daniel Thalmann , Kaveh Kamyab , Ebrahim Mamdani

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#### Proceedings of the workshop on Virtual environments 2002 May 2002

Synchronization of speech, facial expressions and body gestures is one of the most critical problems in realistic avatar animation in virtual environments. In this paper, we address this problem by proposing a new high-level animation language to describe avatar animation. The Avatar Markup Language (AML), based on XML, encapsulates the Text to Speech, Facial Animation and Body Animation in a unified manner with appropriate synchronization. We use low-level animation parameters, defined by the M ...

## 13 Demonstrations: Collaborative virtual environments for training

82%

Mojtaba Hosseini , Nicolas D. Georganas

Proceedings of the ninth ACM international conference on Multimedia October 2001

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## 14 Poster session and reception: Authoring 744: first results

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José M. Martínez , Luis F. Rubio , Francisco Morán

Proceedings of the tenth ACM international conference on Multimedia December 2002

This paper presents the first results of the Authoring744 research initiative, which uses MPEG-7 to synthesize MPEG-4 content. The objective is to use MPEG-7 content descriptions to synthesize content, instead of creating descriptions by analyzing existing content. The output uses MPEG-4 XMT as the representation format, which is further used to create an MPEG-4 binary format, which can in turn be played.

#### **15** Session 6: Binary compression rates for ASCII formats

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# 17 Summer meeting produces results

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George S. Carson

**ACM SIGGRAPH Computer Graphics** November 1999

Volume 33 Issue 4

This edition of the Standards Pipeline reports on the results of the JTC I/ SC 24 (Computer Graphics and Image Processing) standards committee meeting held this summer in Korea. This report is divided into several sections:1. SC 24 as a whole2. Synthetic Environments Study Group3. Archiving

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and Distribution Study Group4, Interaction Study Group5, Working Group 6 (Multimedia Presentation and Interchange)5.1 3D and the Web5.2 CGM and the Web5.3 Portable Network Graphics (PNG)6. Working Group 7 (Im ...

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**19** The morph node

82%

Marc Alexa , Johannes Behr , Wolfgang Müller

Proceedings of the fifth symposium on Virtual reality modeling language (Web3D-VRML) February 2000

We discuss potential and limitations of a Morph Node, inspired by the corresponding construct in Java3D. A Morph Node in Java3D interpolates vertex attributes among several homeomorphic geometries. This node is a promising candidate for the delivery of 3D animation in a very compact form. We review the state-of-the-art in Web 3D techniques with respect to the possibility of interpolating among several geometries. This review leads to a simple extension for VRML-97 as well as a recommendatio ...

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Hari Kalva, Lai-Tee Cheok, Alexandros Eleftheriadis

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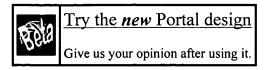


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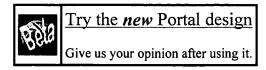
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**22** A generic approach for interfacing VRML browsers to various input devices and creating customizable 3D applications

80

Frank Althoff , Herbert Stocker , Gregor McGlaun , Manfred K. Lang

Proceeding of the seventh international conference on 3D Web technology February 2002

In this work we present a generic architecture for interfacing various input devices to VRML browsers.

Concentrating on the aspect of navigation, our system supports the full range of potential input devices from conventional haptic devices like keyboard and mouse over special Virtual-Reality devices like spacemouse and joystick to, as a special feature, semantically higher level input like speech and gesture recognition. The communication between the individual components of the system is based ...

23 Collaboration, earth, and graphs: An efficient system for collaboration in teleimmersive environments

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N. Jensen, S. Olbrich, H. Praile, S. Raasch

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